BOMBARDMENT (7.1)

**ATTACKER VALUE** is the sum of the following

- **Strength**: Artillery Factor of one selected unit
- **Supports**: +2 for each additional artillery unit in Activation Against adjacent targets only
- **Range**: -2 for every intervening Area between Target and Attacker
- **Vision**: -1 for fire from a +3 Cover Area
- **Chance**: +1D6

**TARGET VALUE** is the sum of the following

- **Terrain**: 2x Cover +1 Cover of only cavalry
- **Supports**: +2 for each Fresh artillery unit
- **Range**: No Supports for non-adjacent bombardment
- **Vision**: -1 for fire from a +3 Cover Area
- **Chance**: +1D6

---

**CASUALTY POINTS** (7.7)

<table>
<thead>
<tr>
<th>Points Absorbed</th>
<th>FRENCH</th>
<th>GERMAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Retreat unit</td>
<td>Retreat unit</td>
</tr>
<tr>
<td>2</td>
<td>Flip Fresh unit to Spent</td>
<td>Flip Fresh unit to Spent</td>
</tr>
<tr>
<td>3</td>
<td>Eliminate Fresh unit</td>
<td>Eliminate Spent unit</td>
</tr>
<tr>
<td>4</td>
<td>Eliminate Spent unit</td>
<td>not available</td>
</tr>
</tbody>
</table>

**RIFLE FIRE VS INFANTRY OR ARTILLERY ONLY** (7.2)

**ATTACKER VALUE** is the sum of the following

- **Strength**: +4 for lead French unit firing
- **Supports**: +2 for lead German unit firing
- **Range**: +1 for each Fresh French infantry unit
- **Vision**: +1 for French fire into adjacent Area
- **Chance**: +1D6

**TARGET VALUE** is the sum of the following

- **Terrain**: Cover +1 Cover again for each whole multiple of 3 attackers
- **Strength**: +4 for lead French infantry unit +3 if Spent
- **Supports**: +2 for the lead German infantry unit +1 if Spent
- **Range**: A non-adjacent Defender does not count Supports
- **Vision**: -1 for fire from a +3 Cover Area
- **Chance**: +1D6

---

**TERRAIN KEY** See movement costs, previous page

- **Terrain Type**: Notes
  - Hill: Prevent exiting of Beaten Zone (5.3.1)
  - Beaten Zone: Greater Bombardment range (7.1.2)
  - Greater Bombardment range (7.1.2)
  - Woods: +2 Movement Point cost for cavalry entering, +3 Cover Area with Woods
  - Ravine: +1 Movement Point to cross Ravine
  - Clear: No effect
  - Plague: No effect

---

**NOTE**: CASUALTY POINTS are not available outside the Casualty Points absorbed by Target (see table). Attacker units are not Spent.
READ THIS FIRST

We’ve read the overall structure of the rules of this game so you can jump right into the game. This section reviews some of the rules of this game’s sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play) and Sections (each of which deals with a specific, detailed rule that governs play. Each Case is also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject content. The numbering of which Module is the last number of the first Module which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject content. The numbering of which Module is the last number of the first Module which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject content. The numbering of which Module is the last number of the first Module which are also numbered sequentially.

1.0 INTRODUCTION

By 1938, the Second Sino-Japanese war was not going well for the Chinese. In 1937, the Japanese conquered huge swathes of Northern and Eastern China and were still pushing deeper into China. In the conquest of Shanghai, Beijing and Nanjing in 1937 Jiang Jui (Chai Kai Chieh) had moved his headquarters to Wuhan. Seeing an opportunity, the Japanese attacked in order to capture the important rail junction of Xuzhou, thus endangering Han and forcing a Chinese capitulation.

The KMT generals also saw an opportunity that would have Japanese forces to a cul de sac enabling them to encircle the enemy with numerically superior Chinese forces. The town of Taierzhuang was chosen as the site for this trap as it was an important rail terminus on the way to Xuzhou. Li Tsung Jen, the KMT general of the 5th War Area (with around 100,000 men in nine divisions) was given the task of defending Xuzhou. He was familiar with the area and terrain that would channel the attacking Japanese into approaching Taierzhuang. The terrain and populace would then cut the enemy's supply and communications lines when the time was right, hopefully encircling and destroying the Japanese.

On January 26, 1938 the Japanese launched their offensive towards Xuzhou and by the evening of March 24, 1938, the Japanese 10th division (with around 25,000 men and nearly 100 tanks and armored cars) reached Taierzhuang District. The battle occurred in a district in the Shandong province. At its heart is the ancient walled town of Taier-

3.1.4

The above is the number of the first Module of the rules. Learning to Play the Game Begin by familiarizing yourself with all of the components listed for this game. Then skim through the chapters and rules, reading all the rules of the Module. Then read a scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you need them. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn the game. If you have an experienced friend teach you. We also don't recommend attempting to learn the rules word-for-word. Memorizing the details is an effort that few can do. We've written these rules to be as comprehensive as possible — but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We are always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

2.0 GAME COMPONENTS

Each copy of Storm Over Taierzhuang is composed of the following.

This rulebook Two sheets with 240 1/24 counters total One 22” x 34” game

Two identical Player Aid Charts

In addition, two sided dice (D6) are not needed to play, along with two separate opaque containers (mugs, envelopes) to hold the Japanese and Chinese Tactical Chits (TC).

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine PO Box 165 Southeastern, PA 19399-0165 USA

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above address, or send an e-mail to gamesupport@atodmagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend an e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the Against the Odds Storm Over Taierzhuang rules section at consimworld.com.

2.1 Units

Each unit has a front side (ready) and a back side (spent). A unit on which is ready side can perform actions. A unit which is on its spent side cannot perform any actions. Chinese and Japanese units are split into Modules by geographic area. The Chinese or Japanese components. The TCs are put in their respective RKT or Japanese opaque containers (mugs, envelope, whatever).

2.4 Important Terms

Action The activation of a friendly unit or units in one area for movement or combat during their impulse, or the play of certain Tactics.

Combat Factor (CF) Numerical rating that represents a unit’s ability to engage in combat. These range from 0 (very weak) to 5 (strong). A unit whose CF is printed in black can only engage in combat against enemy units in the same area (and those with a CF of 0 have a 1 D3M).

Defense Factor (DF) Numerical rating that represents a unit’s ability to survive and incur losses in combat and still remain a cohesive formation. The higher a unit’s DF the better. Units that are in spent status (face down) have a DFM one less than when in ready status (face up).

Die Roll (DR) Dice are used to resolve combat, determine random events and the outcome of other occurrences during the course of the game. The roll of 5-6 is abbreviated as D6c, two to the 1D6. When rolling 2D6, the two dice values together for a total which is the result.

Die Roll Modifier (DRM) A positive or negative modifier to the DR.

Fire Combat Attacking enemy units in the same or adjacent areas.

Movement Allowance (MA) numerical rating that represents how far a unit can move when activated. A unit expends varying Movement Points (MPs) for entering an area depending upon terrain and the presence of enemy units.

Ready Status Face up combat units that are capable of activating during the current turn.

Spent Status Combat Units that are flipped to their back sides are termed Spent. This means the unit cannot activate during the current turn. Units become Spent (flipped) as a result of being out of supply [Japanese units only], from combat results or after activating.

Exception Some units can activate and not be flipped to Spent Status per a random event or TC play.

Tactical Chits (TCs) These counters (from here on called TCs) are the markers which allow a player to activate a player’s Activation during their impulse or perform other non-action activities during the game and are separated into their Japanese and Chinese KMT components. The TCs are put in their respective KMT or Japanese opaque containers (mugs, envelope, whatever).

2.5 Player Aid Charts (PACs)

There are two identical PACs provided with the game. Players will need to take them out of the rules section and cut them apart for use. They have the sequence of play, Turn Resolution charts, Random Events and the Tactical Chits described.

3.0 PREPARATION AND PLAY

First, players decide on who will play the Japanese and who will play the Chinese. Then each player takes their respective TCs and keeps them in their respective Chinese or Japanese components. The TCs are put in their respective KMT or Japanese opaque containers (mugs, envelope, whatever). Place the turn marker on the turn 1 box of the Turn Record Track (see Map).

3.1 Chinese Deployment

Only units of the 2nd Army Group are available at start set-up (Units with designations ending with 30C, or 42C). These units deploy first in any area on the map. No more than 10 units may be placed in the area and may be broken into areas W and X for which only a number of units equal to a D6 roll may be deployed. Each area where Chinese units have been set up in should be marked as Chinese controlled.

All in-supply Spent Japanese units are flipped face up at Ready Status.

The Turn Marker is advanced to the next turn.

5.0 TACTICAL CHIT (TC)

Sample Tactical Chits

3.2 Japanese Deployment

The Japanese 10th Division (58 units) are all set out in separate Opposed Deployment Zones (players choice).

All units of the Japanese 5th Mixed Brigade (10 units) are set aside as part of the Japanese reinforcement pool.

4.0 SEQUENCE OF PLAY

This game is 13 turns long. Each turn is performed in the following sequence:

1) TC Phase Each player draws TCs from their respective area's Turn Resolution Chart and place them in separate opaque containers. These TCs provide the Odds to each player.

2) Reinforcement Phase Starting on Turn 2, both players place any reinforcement units available for the turn in their Deployment Zones (Sections 6.1 and 6.2).

3) Random Event Phase Both players each roll a D6 to determine the event. The player with the highest roll gets the event. Tie rolls are re-rolled. The Japanese player always has initiative on Turn 1.

4) Initiative Phase Both players make their turns in initiative order. The player with the highest roll goes first.

5) Impulse Phase Both players alternate performing impulses beginning with the initiative player. During each impulse, a player can perform one action which are defined in Module 7.5. A player may pass his impulse, but it goes to the other player. If both players pass in succession, the Impulse phase ends.

6) End Phase Both players perform the steps from the start of the turn. Then both players draw a new D6, add their D6 results together and then reference the total to the Random Events Chart (see Players’ Aid Chart).

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7) Reinforcement Phase The reinforcement pool.

8) Reinforcement Phase The reinforcement pool.

9) Miscellaneous During their impulse, in which case play goes to the other player.
1.0 INTRODUCTION

By 1938, the Second Sino-Japanese war was not going well for the Chinese. On March 24, 1938, the Japanese launched a major offensive towards Xuzhou and by the evening of April 26, 1938, the Japanese 10th division (with around 25,000 men and nearly 100 tanks and armored cars) reached Taierzhuang District. The battle occurred in a district in the Shandong Province. As it happened, it was the ancient walled town of Taier- zuang. To the west of the town is the Grand Canal, the largest man-made river in the world. The town sits on alluvial plains surrounded by many small villages all of which (plus the town) were heavily fortified (the stone construction of the town helped a great deal) in preparation for the arrival of the Japanese. Several sources have attributed Taierzhuang as a vil-lage of the Chinese name of a city, but actually it is a district with the main town bearing the same name.

Storm Over Taierzhuang is a two player game simulating the Battle of Taierzhuang from March 24 to April 6, 1938. One player plays the Japanese Army and the other the Chinese kMT Army. The game is 13 turns long with each turn equal to one day.

2.0 GAME COMPONENTS

Each copy of Storm Over Taierzhuang is composed of the following.

This rulebook

2 sheets with 240 ½" counters total

2.1 Units

Each unit has a front side (ready) and a back side (spent). A unit on which is on its ready side can perform actions. A unit which is on its spent side cannot perform any actions. Chinese kMT units are not able to engage in combat sequentially (again). The storm turns will help a great deal in preparation for the arrival of the Japanese. Several sources have attributed Taierzhuang as a village of the Chinese name of a city, but actually it is a district with the main town bearing the same name.

2.2 markers

A positive or negative modifier to the Dr. Results Chart (see Players' Aid Chart).

2.3 game map

The storm Turn record Track and the Terrain key marker is placed on the turn track (on the map) to denote the current turn.

2.4 Important Terms

Action: the activation of a friendly unit or units in one area for movement or combat during their impulse, or the play of certain Tactical Chits (TC) during the current turn.

Combat Factor (CF): Numerical rating that represents a unit's ability to engage the enemy in combat. These range from 0 (very weak) to 3 (strongest). A unit whose CF is printed in black can only engage in combat against enemy units in the same area (and those with a CF of 0 have a -1 DRM).

Defense Factor (DF): Numerical rating that represents a unit's ability to defend itself from enemy units. The lower the rating the better. Japanese and who will play the Chinese. First, players decide on who will play the Japanese and who will play the Chinese. Then each player takes their respective TCs and places them in their respective cups as indicated by their TC play.

3.0 PREPARATION OF PLAY

First, players decide on who will play the Japanese and who will play the Chinese. Then each player takes their respective TCs and places them in their respective cups as indicated by their TC play.

3.1 Chinese Deployment

Units of all the 2nd Army Group are available for at start set-up (Units with designations ending with 30C, or 42C). These units deploy first in any area on the map. No more than 10 units may be used in any area for areas W and X for which only a number of units equal to a D6 roll may be deployed. Each area where Chinese units have been set up in should be marked as Chinese controlled.

3.2 Japanese Deployment

The Japanese 16th Division (38 units) are placed in the 5th War Area (Module 5.0). All in-supply Spent Japanese units are flipped face up to Ready Status.

The Turn Marker is advanced to the next turn.

5.0 TACTICAL CHIT (TC)

Sample Tactical Chits

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above address and we will send a reply. We recommend e-mail as the best way to resolve a query. Although we welcome suggestions and comments about the game's interpretation of rules, we cannot promise to respond to questions on theory or design intent. Additionally, check out the Against the Odds Magazine and our Storm Over Taierzhuang rulebook at www.consimworld.com.

We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have any idea on how we can communicate better with you.

TCs may be discarded. The Japanese player determines if any Japanese units are out of supply. Any that cannot be supplied are flipped face up to remain in Supply Status (Section 6.3).

All in-supply Spent Japanese units are clipped face up to Ready Status.

The Turn Marker is advanced to the next turn.

5.0 TACTICAL CHIT (TC)

Sample Tactical Chits

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above address and we will send a reply. We recommend e-mail as the best way to resolve a query. Although we welcome suggestions and comments about the game's interpretation of rules, we cannot promise to respond to questions on theory or design intent. Additionally, check out the Against the Odds Magazine and our Storm Over Taierzhuang rulebook at www.consimworld.com.

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TCs may be discarded. The Japanese player determines if any Japanese units are out of supply. Any that cannot be supplied are flipped face up to remain in Supply Status (Section 6.3).

All in-supply Spent Japanese units are clipped face up to Ready Status.

The Turn Marker is advanced to the next turn.
5.1 Replenishing TCs
At the start of every turn, players consult the current turn box on the Turn Replenishment Track to see the maximum number of their nations TCs that they may hold (red box value for the for Japanese and blue box value for Chinese). If the quantity they currently hold at this point is below this value, they may draw TCs from the cup so that they increase their number of held TCs to the maximum permitted. Note: Random events may affect a nation's maximum number of TCs for a turn.

Designer's Note: The TC represents each army's differing combat capabilities during the battle. The Japanese player will note that his TC Level decreases as the game progresses, due to the deteriorating Japanese supply situation and its effect on the Japanese combat capabilities. On the other side, the Chinese player will notice an increase in his TC Level during the game. This shows the increasing amount of supply and reinforcements pouring in to aid the defenders at Taierzhuang.

5.2 TC Use
When playing a TC, the players consult the Tactical Chit Summary (on players' PAC) to locate the effect of its use. Play of some TCs constitutes as an Impulse’s Action (noted by a letter “A” on the TC). Multiple Non-Action TCs may be played in one impulse. TCs that constitute an Action are:

- Japanese Heavy Artillery, Bomber Support, Fighter Support, Will of the Emperor
- Chinese Air Force, Heavy Artillery, Night Attack, Resolve Defenders, Case #1, Li Yuan Jun’s Command

Note: These TCs descriptions denote them as Actions.

Game Play Notes
Read the descriptions and use of tactical chits very carefully.

Unless otherwise directed, any used TCs are put back in the draw cup for possible selection and use again later, in the game.

5.3 TC Discards
At the end of the turn, if the player still has TCs, he can choose to discard some, all, or none of them. Any TCs not discarded are kept for the next turn. However, the reten-

5.6 REINFORCEMENTS
Both players receive new units in the form of reinforcements during the course of the game. Units that retreated into their deployment zones following a combat (Midjade 8.0) can also be returned to play as reinforcements. The KMT player pays all their reinforcements first in a turn, followed by the Japanese player.

6.1 KMT Reinforcements
During the Reinforcement Phase of a turn, starting with turn 2, the KMT player rolls 2D6. If the modified Dr result is equal to or less than the current turn number, an unmodified 2, then the KMT player rolls another 2D6. This second roll result (2-12) is the number of KMT 20th Army Groups, units, or units that had retreated into the deployment zones earlier in the game, that can be deployed to the Chinese Deployment Zones this turn (player’s choice). If an unmodified result of 12 is rolled on the first roll, it is a failure and no reinforcements become available. The units to be entered must be randomly drawn. The Chinese player can elect to discard one TC to make a roll of the just rolled result. This expenditure and re-roll can be only done once per regular roll (no role of a roll). These reinforcing units will move onto the map as per the movement rules (See Section 7.1). Reinforcing units which are unable to or the player does not wish to enter them are left in their Deployment Zone and may be entered on any following turn.

Note: These units can also enter play per Random Event 12.

6.3 Japanese Supply
Japanese units must trace supply to at least one of their Deployment Zones during the End of Turn Phase. Each area occupied by Japanese units is checked to determine if they are in supply.

Supply can be traced only through areas which are occupied by at least one supplied Japanese unit (even if occupied by Chinese units). The supply route can only cross the Grand Canal via the railway bridge. During the End Phase, un supplied Japanese units, who are spent can not be flipped to their ready side or if they are in a Ready status, they are flipped to their Spent side.

6.4 Chinese Supply
Chinese units do not need to trace supply.

7.0 PLAYER IMPULSE
The current active player can perform actions during their impulse. The number of units activated in an area must perform the same action. Units that perform an action are flipped to their Spent status.

7.1 Movement Action
A Movement action corresponds to a unit or a group of units moving from one area to another. Units can move a maximum distance in an area at their printed MA on their counters. Units with insufficient remaining MA cannot move into an area. As a unit/ stack moves, subtract the MP cost to enter the area from the unit’s/stack’s remaining MA. Once a unit/stack has 0 MA remaining

7.2 Combat
During the Reinforcement Phase of a turn, starting with turn 2, the Japanese player may discard 1 TC and make a 2D6 roll. If the DR result is equal to or less than the current turn number or an unmodified 2, then the Japanese player makes another 2D6 roll. The DR total (2-12) is the number of Japanese 5th Mixed Brigades, units that retreated into their deployment zones earlier in the game, that can be deployed to the Japanese Deployment Zones (Japanese player’s choice).Rolling an unmodified 12 on the first roll is always a failure (no reinforcement units enter a Deployment Zone). Any units that entered must be randomly drawn from an opaque container (mug, envelope, etc.). Unlike the Chinese player, the Japanese player cannot exchange TC for a failed reinforcement DR.

These reinforcing units will move onto the map as per the movement rules. A player may pass on his impulse, in which case play goes to the other player. If both players pass on their actions in succession, the turn ends.

6.5 End Phase
The KMT player fills in the Chinese Deployment Zones this turn (player’s choice). Rolling an unmodified 12 on the first roll is a failure and no reinforcements become available. The units to be entered must be randomly drawn.

6.2 Japanese Reinforcements
During the Reinforcement Phase of a turn, starting with turn 2, the Japanese player may discard 1 TC and make a 2D6 roll. If the DR result is equal to or less than the current turn number or an unmodified 2, then the Japanese player makes another 2D6 roll. The DR total (2-12) is the number of Japanese 5th Mixed Brigades, units that retreated into their deployment zones earlier in the game, that can be deployed to the Japanese Deployment Zones (Japanese player’s choice). Rolling an unmodified 12 on the first roll is always a failure (no reinforcement units enter a Deployment Zone). Any units that entered must be randomly drawn from an opaque container (mug, envelope, etc.). Unlike the Chinese player, the Japanese player cannot exchange TC for a failed reinforcement DR.

These reinforcing units will move onto the map as per the movement rules. A player may pass on his impulse, in which case play goes to the other player. If both players pass on their actions in succession, the turn ends.

6.5 End Phase
The KMT player fills in the Chinese Deployment Zones this turn (player’s choice). Rolling an unmodified 12 on the first roll is a failure and no reinforcements become available. The units to be entered must be randomly drawn.
2. Add the two DRs together and reference the sum to the table.

3. NO EVENT

5. FUEL SHORTAGE: Gasoline supplies do not get to the Japanese tanks on time. All Japanese tank units become Spent. Japanese players must discard one TC per tank unit (counter) and not flip that unit to its Spent side.

6. GENERALISSIMO CHANG KAI SHEK: The Chinese player may discard one or more Chinese TCs per turn. The resulting change to Chinese tank strength is used as a basis for the Japanese supply and communications system.

7. THE CAUSE IS IN DOUBT: Any Human Wave attack by the side that does not currently control one Tierzhou town area, that player now requires 3 units (not 2) to get the +1 Firepower AP addition for the rest of the game. If this event is rolled on two consecutive dice, the player can do it only once per turn. Chinese players may discard one TC to benefit from this effect.

8. GENERAL ITAGI TO THE RESCUE: The Japanese player may discard one or more Chinese TCs. The resulting change to Japanese tank strength is used as a basis for the Japanese supply and communications system.

9. RESOLVE DEFENDERS: This chit may be played only once per turn during a friendly impulse. Perform a +2 attack against one area of the Japanese player’s choice where there are no Japanese units. This chit is required to benefit from the Japanese Heavy Artillery (Free when built). This event can be rolled once per turn during a friendly impulse. Chinese players may discard one TC to benefit from this effect.

10. JAPANESE JHA HEAVY ARTILLERY (action) (ch vice versa. Perform a +2 attack against one area of the Japanese player’s choice where there are no Japanese units. This chit is required to benefit from the Japanese Heavy Artillery (Free when built). This event can be rolled once per turn during a friendly impulse. Chinese players may discard one TC to benefit from this effect.

11. COMMANDER'S CHOICE: This chit may be discarded once per turn to benefit from the Japanese Heavy Artillery (Free when built). This event can be rolled once per turn during a friendly impulse. Chinese players may discard one TC to benefit from this effect.

12. KMT HEAVY ARTILLERY (action) (ch vice versa. Perform a +2 attack against one area of the Japanese player’s choice where there are no Japanese units. This chit is required to benefit from the Japanese Heavy Artillery (Free when built). This event can be rolled once per turn during a friendly impulse. Chinese players may discard one TC to benefit from this effect.
Japanese: If the Japanese player destroys all KMT units on the map before the end of a turn (Deployment Zones excluded), then he has won a supreme victory.

12.4 Free Choice of KMT units

The KMT player can choose reinforcement units instead of randomly drawing them.

12.5 Battlefield Interdiction

This rule allows the Japanese player to conduct air and artillery bombardment attacks against Chinese Deployment Zones. For an air attack, the player has to mark the Chinese front area with a marker. The area must be in an adjacent area to the targeted Chinese Deployment Zone (no requirement for an air attack). There are no Terrain Level modifiers for the Defense units in the Deployment Zones because it is assumed the attacks occur against the enemy troops while they are in march/motor pool on the roads (easier targets). The number of Damage points is the number of Chinese units affected in the deployment zone. For each affected unit, make a D6 roll with the following rules:

-6 if there are more friendly Unspent units in the area than friendly.

+1 if there are more enemy units in the area than enemy.

12.6 infiltration movement

This rule allows the Japanese player to conduct infiltration movement through the friendly stacking limit is prohibited (Case 7.1.2).

12.7 concentration (optional)

As a single action, the player can perform a Concentration Action. Each player can perform this Action once per game. The player to do a Concentration Action must be in the area adjacent to the targeted Chinese Deployment Zone and is not allowed to perform other Actions during the same turn. During the action, the player must move two friendly units from any area adjacent to the targeted Chinese Deployment Zone and place them in an adjacent area. There are no Terrain Level modifiers for the Defense units in the Deployment Zones. The number of Damage points is the number of Chinese units affected in the deployment zone. For each affected unit, make a D6 roll with the following rules:

-6 if there are more friendly Unspent units in the area than friendly.

12.8 Historical Set-up

12.9 CONTROL OF AREAS

12.10 OPTIONAL RULES

12.11 Japanese Initiative

The Japanese player can choose his starting TCs on the first turn (doesn’t count TCs from their available areas). Each player can perform this Action once per game. The player to do a Concentration Action must be in the area adjacent to the targeted Chinese Deployment Zone and is not allowed to perform other Actions during the same turn. During the action, the player must move two friendly units from any area adjacent to the targeted Chinese Deployment Zone and place them in an adjacent area. There are no Terrain Level modifiers for the Defense units in the Deployment Zones. The number of Damage points is the number of Chinese units affected in the deployment zone. For each affected unit, make a D6 roll with the following rules:

-6 if there are more friendly Unspent units in the area than enemy.

12.13 Japanese Saving Face

Japanese troops to survive as a unit and fight its way out of the trap. In the Chinese case, it was a military victory as the Japanese was forced to retreat after suffering heavy losses in the process. But it wasn’t a supreme victory as you can see.

In all, the Japanese had achieved their objectives, but the Chinese were not satisfied. The Chinese forces had achieved their objectives, but the Chinese were not satisfied. The Chinese forces had achieved their objectives, but the Chinese were not satisfied.
### 8.0 Retreats

A unit’s retreat must be made in the following order of precedence:

1. To an area with no enemy units
2. To an area with more friendly units than enemy (regardless of status)
3. To a friendly Deployment Zone

Each unit is retreated individually by the owning player. If a unit cannot retreat, it is eliminated. Retreating for a test of wills when the enemy’s stacking limit is prohibited (Case 7.1.2)

#### 8.1 Chinese Retreats

Chinese units can retreat across the Grand Canal at any point. Japanese units can only retreat across the Grand Canal at the railway bridge (between areas A and B).

Units do not have to retreat from a Deployment Zone. Units in a Friendly Deployment Zone may return as reinforcements at a later turn.

### 9.0 Control of Areas

The Control of areas is determined at the start of each player’s action impulsive. To control an area, a player’s units must be the sole occupants of the area. Place a control marker upon an area (regardless of status) that has units from both sides in it, is considered uncontrolled and any control marker in it should be removed.

#### 10.0 Victory Conditions

At the end of turn 13, if the Japanese player controls the in two Taierzhuang town areas (G and H) or the map or all in supply areas south of the Grand Canal (areas B, C and D) he is considered the winner. Otherwise, the Chinese player wins the game.

#### 10.1 Sudden Death Victory

The Japanese player scores a sudden death victory if at any instant on or before the end of a turn (Deployment Zones excluded) then he has won a supreme victory.

#### 10.2 Optional Rules

The following rules introduce additional historical detail to the game and both players must agree to them before play starts.

1. **Japanese Initiative**
   - The Japanese player can knowingly choose his starting TCs on the first turn (doesn’t show them randomly from the cup).

2. **Free TC Choice**
   - Both players can knowingly choose their TCs from their available TCs instead of picking them randomly.

3. **Golden Age**
   - Japanese forces on the battle actually differ greatly from Chinese/U.S. sources.
   - If using this optional rule, take out all the Japanese tank units and the 14 units from the Japanese 10th division from the game.
   - Treat the fuel shortage event as a No Event.

4. **Retreats**
   - All Japanese forces on the battle actually differ greatly from Chinese/U.S. sources.
   - If using this optional rule, retreat all the Japanese tank units and the 14 units from the Japanese 10th division from the game.
   - Treat the fuel shortage event as a No Event.

5. **Designers’ Notes**
   - According to some sources, only around 10,000 Japanese troops were in the Battle of Taierzhuang and only a few tanks. The main battle is based on Chinese and U.S. sources but I’d like to give war gamers a chance to play this game from a different view of and thus it is likely very hard to win as the Japanese.
to continue the war in China, this war saw the rise of Mao Tse Tung and Communist China. And 60 years later, Japanese-Chinese rivalry is shaping the destiny of Asia.

Though the seeds of this game were planted years ago, I did not make this game due to several reasons: 1) Most important was the scarcity of research materials in the west about this battle. The map was especially hard to find. 2) Establishing the right game system for the battle was a challenge: 3) Real life is fast-paced and dominated by work. Inspiration for the system came to me after reading and playing Tetris Nakamura's Storm Over Stalingrad. After I learned the game, I became immediately convinced that this is the system that I wanted to use for Storm Over Taierzhuang. I wanted a game on the battle to be easy to learn, simple to play, but effectively showing the flow of the battle.

The Battle of Taierzhuang eerily resembles that of Stalingrad. It is interesting to note that Vasily Chuikov, the commander of the Stalingrad defenders was sent to China to be a military advisor to Jiang Jie Shi in 1940. It’s not substantiated, but it’s rumored that Chuikov got the inspiration for his strategy at Stalingrad from viewing records on the Battle of Taierzhuang.

Some players may be mystified on how a lone Japanese reinforced division could hold off, let alone do an offensive vs. horde of Chinese divisions. Japanese divisions in this era were large square formations of 20 to 25,000 men. A Chinese KMT division on paper has 10,000 men but usually had 5,000 men (or less). The Japanese also had huge advantages in tanks, aircraft and artillery. For the KMT, it is only a few of these and these were reserved for the best divisions. In Taierzhuang, the Chinese defenders had no tanks and air support and had little artillery. Anti tank capabilities were only limited to a few German Pak 36s (which were really ineffective vs. the Japanese tanks) and fanatical “Dare to Die” units of men equipped with bundles of dynamite and grenades charging at oncoming tanks. The Chinese main advantage was in manpower. The Chinese heavily outnumbered their Japanese opponents. Also China has a huge landmass and the Chinese forces had room to retreat and maneuver. Japanese offensives later in the war would be frequently stymied by the Chinese retreating in the face of massive Japanese firepower then as the Japanese got too deep and stretched their supply lines, the Chinese would outflank them and encircle them forcing the Japanese to retreat.

This really frustrated the Japanese high command to no end as they did not have the resources or manpower to conquer China but could not end the war due to the fear of losing face. The U.S./British/Dutch oil and steel embargo on Japan was the final straw and she would start the Pacific war in order to gain an access to oil and resources to continue the war in China by fighting and angering a much greater foe (the USA). Thus began the Pacific war and would end in the defeat of Japan in 1945.

Hopefully this game opens up the floodgates for more designers to do more wargames on battles of the Second Sino Japanese war, so as they say, let the dice fly high!!

15.0 SOURCES

ASSAULTS CAVALRY VS CAVALRY (7.4)
ATTACKER VALUE is the sum of the following
Strength: Combat value of the one attacking unit
Supports:+2 for each additional Fresh cavalry unit
Chance:+1D6

TARGET VALUE is the sum of the following
Strength: Combat value of one defending unit
Supports:+2 for each Fresh cavalry unit
Beaten Zones:+2 for each Beaten Zone exited by attackers
Chance:+1D6

IF TARGET VALUE IS GREATER THAN OR EQUAL TO ATTACKER VALUE
All attacking units Spent. Lead unit eliminated.

IF TARGET VALUE IS LESS THAN ATTACKER VALUE
All attacking units Spent. Subtract Target Value from Attacker Value: difference is Casualty Points absorbed by Target (see table).

CHASSEPOT VOLLEY (7.3)
ATTACKER VALUE is the sum of the following
Strength:+2 for each French infantry unit firing
Numbers:+1 for each two combat units in Target round up
Vision:-1 for fire from a +3 Cover Area per division
Chance:+1D6

TARGET VALUE is the sum of the following
Terrain: Cover -1
Strength:+1 per combat unit in attack
Chance:+1D6

IF TARGET VALUE IS GREATER THAN ATTACKER VALUE
No effect

IF TARGET VALUE IS LESS THAN OR EQUAL TO ATTACKER VALUE
Subtract Target Value from Attacker Value: half of difference is Casualty Points absorbed by Target (see table).

ATTACKERS are not Spent. Move may continue.
IMPORTANT Casualty Points must be absorbed either:
A) by Spending or Eliminating Units, retreating none or
B) by retreating all units and then Spending or Eliminating.